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US 20020045474 A1	US- PGPUB	20020418	15	Method and apparatus for operating a gaming device	463/20		Singer, Anthony et al.
US 20020198039 A1	US- PGPUB	20021226		Video slot machine that awards points for interaction of objects originally outside of the symbol matrix with objects inside of the symbol matrix	463/20		Marks, Daniel M. et al.
US 20030027626 A1	US- PGPUB	20030206		Slot machine game having a plurality of ways for a user to obtain enhanced payouts based on consecutive winning combinations	463/20	463/25	Marks, Howard et al.
US 20030040352 A1	US- PGPUB	20030227	16	Method and apparatus for operating a gaming device	463/13		Marks, Daniel et al.
US 20030054875 A1	US- PGPUB	20030320		Gaming apparatus and method including a multiplier feature and bonus features	463/20		Marks, Howard M. et al.
US 20030113263 A1	US- PGPUB	20030619		Methods and reagents for using mammalian melanocortin receptor antagonists to treat cachexia	424/9.2	435/7.21; 514/1	Marks, Daniel L. et al.
US 20030157981 A1	US- PGPUB	20030821		Electronic game and method for playing a game based upon removal and replacing symbols in the game matrix	463/20		Marks, Daniel et al.
US 20030216165 A1	US- PGPUB	20031120		Slot machine game having a plurality of ways for a user to obtain payouts for one or more additional pay lines formed by the appearance of special symbols in a symbol matrix	463/20		Singer, Anthony M. et al.
US 20030236116 A1	US- PGPUB	20031225		Slot machine game having a plurality of	463/16		Marks, Daniel M. et

				ways to issue a percentage of a progressive award based upon any wager level ("percentage progressive")			al.
US 20040058727 A1	US-PGPUB	20040325		Gaming device having multiple symbols at a single symbol position	463/20		Marks, Howard et al.
US 20040155405 A1	US-PGPUB	20040812		Method of playing a twenty-one game using unknown common cards ("Suspense 21")	273/274	273/292; 273/303	Marks, Howard M. et al.
US 20040192431 A1	US-PGPUB	20040930		Gaming device having separately and simultaneously displayed paylines	463/20		Singer, Anthony M. et al.
US 20040195773 A1	US-PGPUB	20041007		Gaming device having a plurality of paylines and different modifiers associated with the paylines	273/317		Masci, Joseph D. et al.
US 20040258759 A1	US-PGPUB	20041223		Surface modified protein microparticles	424/490	424/130.1; 424/143.1	Suslick, Kenneth S. et al.
US 20040258762 A1	US-PGPUB	20041223		Optical contrast agents for optically modifying incident radiation	424/491	424/130.1	Boppart, Stephen A. et al.
US 20050023700 A1	US-PGPUB	20050203		Pad over active circuit system and method with meshed support structure	257/773	257/774; 257/786; 257/E23.02; 257/E23.151; 257/E23.194	Singh, Inderjit et al.
US 20050146012 A1	US-PGPUB	20050707		Method of fabricating a pad over active circuit I.C. with frame support structure	257/690	257/E23.02; 257/E23.145	Singh, Inderjit et al.
US 20050148381 A1	US-PGPUB	20050707		Electronic game and method for playing a game based upon removal and replacing symbols in the game metrix	463/16		Marks, Daniel et al.
US 20050148384 A1	US-PGPUB	20050707		Gaming device including player selectable wild	463/20		Marks, Daniel M. et al.

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US 20050164484 A1	US- PGPUB	20050728		Method of fabricating a pad over active circuit I.C. with meshed support structure	438/612	257/E23.02; 257/E23.151; 257/E23.194	Singh, Inderjit et al.
US 20050168735 A1	US- PGPUB	20050804		Nonlinear interferometric vibrational imaging	356/301	356/433	Boppart, Stephen A. et al.
US 20050170876 A1	US- PGPUB	20050804		Gaming device having free potential winning combinations	463/16		Masci, Joseph D. et al.
US 20050191770 A1	US- PGPUB	20050901		Flip chip semiconductor die internal signal access system and method	438/14	438/15; 438/17	Schieck, Brian S. et al.
US 20050192081 A1	US- PGPUB	20050901		Gaming device having a partial selectable symbol matrix	463/20		Marks, Daniel M. et al.
US 20050234641 A1	US- PGPUB	20051020		In-transit package location tracking and reporting	701/213	342/357.07	Marks, Laurence V. et al.
US 20050282620 A1	US- PGPUB	20051222		Slot machine game having a plurality of ways for a user to obtain payouts based on selection of one or more symbols (power pays)	463/20		Marks, Daniel M. et al.
US 20050288094 A1	US- PGPUB	20051229		Slot machine game having a plurality of ways for a user to obtain payouts based on selection of one or more symbols (power pays)	463/20		Marks, Daniel M. et al.
US 20060030396 A1	US- PGPUB	20060209		Gaming apparatus and method including bonus features	463/20		Marks; Howard M. et al.
US 20060084497 A1	US- PGPUB	20060420		Gaming device having one or more payline awards calculated as a function of the total wager	463/20		Marks; Daniel M. et al.
US 20060089191 A1	US- PGPUB	20060427		Gaming device having a plurality of wildcard symbol patterns	463/20		Singer; Anthony M. et al.

US 20060121123 A9	US-PGPUB	20060608		Optical contrast agents for optically modifying incident radiation	424/491	424/130.1	Boppart; Stephen A. et al.
US 20060121969 A1	US-PGPUB	20060608	21	Gaming device and method having increasing payline wager amounts	463/16		Marks; Daniel M. et al.
US 4726774 A	USPAT	19880223		Electrical connector	439/45	200/6R	Marks; Daniel
US 4830620 A	USPAT	19890516		Electrical connector	439/45	439/75	Marks; Daniel W. et al.
US 5003143 A	USPAT	19910326		Microwave sludge drying apparatus and method	219/685	219/679; 219/686; 34/263; 422/21; 422/285	Marks; Daniel B. et al.
US 5308452 A	USPAT	19940503		Photopolymer washout fluid solvent distillation apparatus and method	202/164	159/47.3; 159/DIG.16; 159/DIG.41; 202/170; 202/205; 202/242; 203/1; 203/50; 203/91	Marks; Daniel B. et al.
US 5580059 A	USPAT	19961203		Combination tic-tac-toe game and numbered card competition	273/271		Marks; Howard M.
US 5655773 A	USPAT	19970812		Combination tic-tac-toe game and numbered card competition	273/271	273/264	Marks; Howard M.
US 5755621 A	USPAT	19980526		Modified poker card/tournament game and interactive network computer system for implementing same	463/42	273/292; 463/11; 463/13; 463/25	Marks; Howard M. et al.
US 5772506 A	USPAT	19980630		Video poker gold card game and computer system for implementing same	463/13		Marks; Howard M. et al.
US 5825033 A	USPAT	19981020		Signal processing method for gamma-ray semiconductor sensor	250/370.1	250/370.09; 257/E27.14	Barrett; Harrison H. et al.

US 5836586 A	USPAT	19981117		Method of playing a modified twenty-one card game	273/292	463/12; D21/369	Marks; Howard M. et al.
US 5882260 A	USPAT	19990316		Modified poker card game and computer system for implementing same	463/13	273/292; 463/11; 463/19; 463/42	Marks; Howard M. et al.
US 5897436 A	USPAT	19990427		Modified poker card game	273/293	273/303; 463/11; 463/12	Singer; Anthony M. et al.
US 5956491 A	USPAT	19990921		Group communications multiplexing system	709/250		Marks; Daniel L.
US 5983706 A	USPAT	19991116		Versatile air test apparatus	73/37	73/49.1; 73/49.5; 73/49.8	Marks; Daniel L. et al.
US 6093100 A	USPAT	20000725		Modified poker card/tournament game and interactive network computer system for implementing same	463/13	273/292; 273/460; 463/25; 463/42	Singer; Anthony M. et al.
US 6113102 A	USPAT	20000905		Modified black jack card game (side bet 21.TM.)	273/292	463/12	Marks; Howard M. et al.
US 6251228 B1	USPAT	20010626		Photopolymer washout fluid solvent distillation apparatus and method	203/50	159/47.3; 159/DIG.16; 159/DIG.20; 203/100; 203/93; 203/94; 203/98; 203/DIG.25	Marks; Daniel B. et al.
US 6371851 B1	USPAT	20020416		Extended hand modified video poker game system and method of playing the same	463/13	273/292	Singer; Anthony M. et al.
US 6378356 B1	USPAT	20020430		Air test apparatus	73/37	73/49.1; 73/49.5; 73/49.8	Ruiz; James L. et al.
US 6604740 B1	USPAT	20030812		Slot machine game having a plurality of ways to designate one or more wild symbols (select-a-wild)	273/292	273/143R; 463/13; 463/16; 463/20	Singer; Anthony M. et al.
US 6604998 B1	USPAT	20030812		Modified poker system with combination of	463/13	463/22	Singer; Anthony M.

				multiple games using at least some common cards and method of playing the same			et al.
US 6857957 B2	USPAT	20050222		Poker game with 2 reward cards that adjust payable	463/13	273/292	Marks; Daniel et al.
US 6869360 B2	USPAT	20050322		Gaming apparatus and method including a multiplier feature and bonus features	463/25	463/20	Marks; Howard M. et al.
US 6893342 B1	USPAT	20050517		Slot machine game having a plurality of ways for a user to intuitively obtain payouts	463/20	273/143R	Singer; Anthony M. et al.
US 6910962 B2	USPAT	20050628		Electronic game and method for playing a game based upon removal and replacing symbols in the game matrix	463/16	463/19; 463/20	Marks; Daniel et al.
US 6935947 B1	USPAT	20050830		Slot machine game having a plurality of ways for a user to obtain payouts based upon matching two or more symbols drawn from the symbol matrix during one or more spins ("Pair' em Up")	463/16	273/143R; 463/20	Singer; Anthony M. et al.
US 6960133 B1	USPAT	20051101		Slot machine game having a plurality of ways for a user to obtain payouts based on selection of one or more symbols (power pays)	463/20	463/16	Marks; Daniel M. et al.